

SEGA



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MYSTARIA

The Realms of Lore

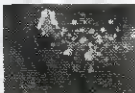


disc

INSTRUCTION MANUAL

Twelve Must Fight Together!

In a distant place, in a time far removed from ours, a series of great battles took place. The legendary Twelve Warriors fought against the War Mage Bane to stop his plans to take over the continent of Mystaria. But Bane was not defeated, only forced to retreat to his own kingdom.



Bane has not given up his ambitions.

His army, commanded by five super-powerful leaders, has managed to abduct the Queen of the realm before retreating. Prince Aragon, the Queen's only son and the hero of our story, has been kept from harm's way, but in Queensland's darkest hour he knows he is the only hope left for his country.

Prince Aragon needs help. The five commanders under Bane's command are powerful adversaries. Aragon must enlist the aid of eleven adventurers, the strongest warriors he can find. He must travel through the lands of Mystaria, fighting Bane's legions as he gathers his group together for the final showdown – against the dreaded War Mage Bane himself!



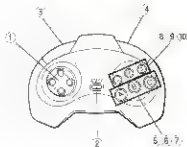
Toke Control!

1 Directional Pad (D)

- Moves Cursor in selection screens
- Cycles through Character Option windows
- Moves Brackets in action screens
- Cycles through the Team Circle (See page 8)

2 Start Button (Start)

- Starts game



3 Left Shift Button (L)

- Cycles through characters
- Exits Submenus
- Highlights **Exit** in Town shops and residences

4 Right Shift Button (R)

- Cycles through characters
- Exits Submenus
- Highlights **Exit** in Town shops and residences

5 Button A (A)

- Sets the Follow function (characters follow the leader's movement)

6 Button B (B)

- Cancels selections
- Exits submenus/Returns to Main Menu
- Highlights **Exit** in Town shops and residences

7 Button C (C)

- Selects options
- Checks Stats (press **M** for a full description of character type)
- Speeds through messages

8 Button X (X)

- Displays First Person view (press **D** to change point of view)

9 Button Y (Y)

- Displays Grid view (if the Grid option is set **ON**—see page 10)

10 Button Z (Z)

- Displays Top-Down view with characters' current **HP/MP** (press twice to see Long Distance view)

Note: these are the default button functions. To change button functions see Option page 10.

Starting Out

If you're using an external memory cartridge, remember to insert it before turning on your Sega Saturn. Up to three Adventures may be stored in both the internal and external memories.

After the opening sequences, the Title screen appears. Press **Start**. Highlight either **NEW GAME** (if you're just starting out) or **CONTINUE** (if you've saved an adventure you want to continue), and press **Start**, **A** or **C**.

If you're continuing an Adventure, the Adventure Select screen appears. The top of the screen shows the displayed memory (internal or cartridge) and the saved Adventures.

1 Internal-External RAM Memory

If you're using a cartridge memory, you can switch between it and the internal memory by pressing **D** left or right. Select an Adventure by pressing **D** up or down until the Adventure is highlighted, then press **Start**.



New Adventures

After a short introduction, you and your fighting force appear on the battlefield, facing Bone and his troops. When a spinning pyramid appears at the bottom of the conversation window, you can forward to the next part of the conversation by pressing **C**. Press **C** repeatedly to speed through conversations.

At one point during each character's conversation with Bone, a biography of that character appears. Press **C** when this screen appears to open the Name screen and rename the character. Enter the current name by pressing **B** repeatedly, then move the cursor to a character and press **C** to enter the character. When you're finished, move the highlighter to End and press **C**. Press **B** to exit the screen. To reset the name, press **B** until all the characters of the name disappear, then press **B** again.



On The Field

At the beginning of the player turn, a window appears at the top of the screen, describing the current situation.



1 Area of Combat 2 Current Turn 3 Enemies Remaining

The bottom of the screen shows your monitors current HP (Hit Points) and MP (Magic Points) status (HP in blue; upper bar and MP in green; lower bar). The highlight brackets are used to select characters for movement, and to check enemy status and ground type.



4 HP 5 MP 6 Ground Type

General Options

Press **D** to move the brackets to an unoccupied square and press **B** to see the Menu in Options window. Here are your options:

End Turn: Ends the player turn (starts the enemy turn phase).

Retreat: Escape to the starting point (not always available—sorry).

Main Map: Shows the location of your fighters on a large map of the battle area. Press **C** again to see your battle area's location in Myrtoria (if your party is above ground). Press **B** to exit the map.

Consult: Ask your Guardian Spirit for battle advice.

Party: Shows various stats for all your fighters (see Party, page 10 for an explanation).

Load: Load an adventure from the RAM memory (see page 13).

Options: Set various game options (see page 10).

Character Movement

Move the brackets to a teammate with **D** and press **C** to select. That character's HP/MP and experience level appear at the top left corner of the screen, and T Menu battle techniques are shown on the right side of the screen.

The character can now move anywhere in the highlighted grid (or if you've turned the Grid option off, anywhere in the lit area). Move the brackets to a location on the grid/lit area, and press **C** to move the character to that place—press **C** twice to speed up movement.

Use the teammate to attack, defend or perform a function listed in the Character Options on the next page. Once the teammate has finished his or her turn, an E (End) appears on the character. The enemy attack phase begins when all the teammates have finished moving.

Character Option Windows

Three of those windows display your character's available battle techniques (the T Menu), and the fourth contains the non-battle options.

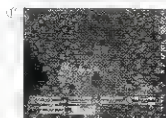


Battle Technique Options: These techniques are used for either an attack and/or defense depending on how you've set them in the T Menu (see page 9). Press **D** left or right to cycle through the four windows, press **D** up or down to move the cursor to an option, then press **C** to select the option/perform the technique.

Attacking: Characters may perform single or multiple attacks, depending on their surroundings. When performing a multiple attack, blue triangles appear above all monsters the attack can reach. When performing a single attack, the blue triangle appears above an enemy, and a highlighter appears around the enemy's feet. If more than one enemy is in range, press **L** or **R** to move the triangle and highlighter to another enemy. When you're ready to attack, press **C**.

1 Single 2 Multiple

Defending: Some techniques are used only to protect the character or other characters. Select the character to protect as you do for attacking a single enemy (explained above).



Picking The Party

Once you have more than six teammates (span snopch!), you need to select the members of the battle party from the Team Circle before going into the fray. The Prince is always selected (you can't leave your leader behind) but you need to figure out who else to use in the upcoming battle.

Maximum Members Possible

Selected Member



Team Circle

Press **D** left or right to cycle through the Team Circle. Press **C** to select/deselect members (the maximum number you can select is shown at the top left corner of the window). Press **B** when finished to bring up the confirmation window. Ready? Then move the arrow to **Yes** (to start the battle), or **No** (to deselect members) and press **C**.

In Town

Shopping, making inquiries, saving games, checking on the status of the members in your group. All of these things and more in the towns of Mystir-ol. When you reach a town, you need to confirm that you want to enter it. To enter the town select **Yes** in the Confirmation window. If you reconsider select **No**.

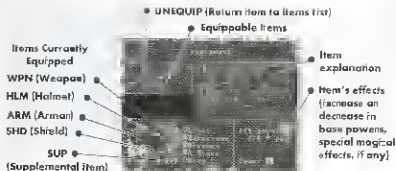
Where To Go And What To Do

There are a number of activities to do in towns. At the end of most town's Main Street there is a message board which displays information about the goings-on in that town. You can enter Private Dwellings and chat with the townspeople (see page 16), buy weapons, armor, and other items (see page 13) or check various information about your teammates from the Town Options window.

Main Options

Press **B** to display the Town Options window (press again to close the window). After that, move the cursor to any option with **D** and press **C** to select any of the options listed below. **B** cancels/deselects.

Equip: Equip your characters with weapons, armor, or special items. Select this option and the Team Circle appears. Press **D** left or right until the character you want to equip is in standing on the white circle (that character starts walking in place). Press **C** and the Equip chart appears.



Move the cursor to an equipped item and press **C**; the cursor moves to the items list. Move the cursor down the list until the item you want to equip appears, then press **C** again to equip the new item. Pressing **B** returns you to the Team Circle.

Tech: Review your characters' battle techniques and set the T Menu (which displays up to nine battle techniques). Press **C** to see the Team Circle, and press **D** left or right until the character you want to check is standing on the white circle. Press **C** again and that character's T screen appears. The nine current techniques appear on the bottom of the screen, with a cursor next to a technique. The technique's explanation appears on the top half of the screen.

T Screen T Select

To replace one technique with another, press **D** to move the cursor to the technique you'll replace, then press **C** to see the T Select screen. The top half of the screen displays the techniques your character is able to perform, and the bottom half shows the details of the currently indicated technique. Move the cursor to the technique you want to put in the menu, and press **C**. The color code for the displayed techniques.

- Techniques displayed in **white** can be placed in the T Menu.
- Techniques displayed in **blue** are already in the T Menu.
- Techniques displayed in **orange** are techniques not yet usable by the character (the character knows about the technique, but doesn't have the experience level needed to use the technique).

Note: For more on Techniques, see page 12. To see the Techniques list, see pages 17-19.

Condition Chart

This chart explains the symbols which are highlighted when a character is influenced by magic spells cast by friends or enemies. When hit by a spell, you have three choices: wait for the effects to wear off (in about five or four turns), use Amrita (healing herbs) to cure the character, or use a spell-caster to perform the Holy Cure (which cures the character of the condition).

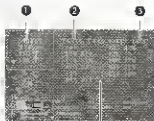
- 1 **FLY:** The character is not afflicted by water, holes in the floor or other ground obstacles. Also renders ground-based attacks ineffective.
- 2 **TRANSPARENT:** Renders non-magical attacks ineffective against the character.
- 3 **SLEEP:** The character has been put to sleep.
- 4 **TERROR:** The character has been frightened out of his or her wits, and will freeze in position or move out of the battle area.
- 5 **FREEZE:** The character has been encased in ice.
- 6 **PARALYZED:** The character is unable to move.
- 7 **CONFUSION:** The character is unaware of who he or she is, and will attack enemies at will at random.
- 8 **MANIPULATION:** The character is being controlled by an enemy.
- 9 **LARGE:** The character's size and Attack Strength increase.
- 10 **SMALL:** The character's size and Attack Strength decrease.
- 11 **HEIGHT:** The character's attack range is extended.
- 12 **DEPTH:** The character's attack range is decreased.



Skills

- 1 This shows the character's available techniques, by type. Press **D** up or down to move the cursor to a technique type, and the technique's information is shown in the window to the right. The technique types are as follows:

SPRT	Special Techniques
HMT	Hammer Techniques
SWDRT	Sword Techniques
T SWDRT	Magical Sword Techniques (Hera Only)
BOWT	Bow Techniques
NINJAT	Ninja Techniques
HITHT	Hard/Hard Techniques
STEALT	Steal Techniques (Hera Only)
ATKT	Attack Techniques (Magic)
HOLYT	Holy Techniques (Magic)
SPECT	Special Techniques (Magic)
DEFT	Defense Techniques



- 2 The **T Lv** (Technique level) shows the current experience level for that type of technique. As the character uses that type of technique, he or she gains experience, and when he or she reaches the next level of experience, new techniques can be learned.
- 3 The **T Exp** (Technique Experience Points) shows the current number of experience points for the character has in that type of technique, and the number of points needed for the next level in that type of technique.
- 4 This is a list of all Techniques that character can currently use. For more information on selecting techniques, see page 9.

To take a look at details on information contained in the Status or Skill windows, press **C** in either window and a list of the terms used in that window appears. Scroll through the information by pressing **D** up or down.

Note: See pages 17-19 for a list of some of the techniques in the game.

Bio's: Select this to see the biography for any of your characters, or change a character's name. Press **C** to see the team circle, and select a character. Press **C** again and that character's history appears. To change the character's name, press **C** to open the Name Select screen, and follow the directions for entering a name, given in New Adventures, on page 6.

Save: Save your adventure in the Saturn internal memory (a cartridge RAM memory, if you are using it). Select **Save** and the Save Menu appears. Switch from the Saturn internal memory to the cartridge memory by pressing **D** left or right. Highlight the space you wish to save the adventure in, and press **C**. Confirm your choice (**Yes** to confirm, **No** to cancel) and press **C**. Press **B** to exit the screen.

Load: Load an adventure from the RAM memory. Load an Adventure as you would save one (as described above).



Shops and Shopping

Step into any shop and you find yourself surrounded with the finest Mystara has to offer. From Anvils to Zambrelling swords, there's nothing you won't be able to purchase—providing of course you have the \$\$\$Gold\$\$.

1) Armor

When you want the best in defense, step into the Armor shop, where every imaginable type of armor, helms, shields, gauntlets and magical defense items are available.

2) Weapons

In this shop you can find swords, spears, bows and war hammers. Feel free to browse!

3) Bar

Pick up the latest information from the bartender in the town pub. There is often special information to be found, and sometimes new teammates to contact, and it's a good bet that the bartender can help you out.



4 Tools

Magical Rings and Medical Herbs are among your choices here. This shop has a plethora of items to choose from—take your time.

5 Market

In smaller towns, you may find this shop instead of the Armor and Items shop. This shop combines the two. Don't worry, though, you should be able to find what you're looking for.

6 Arena

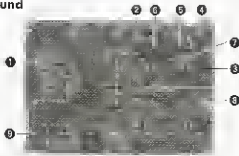
Step right up, adventurers, come one come all to the Arena, where you pit a member of your party against an opponent or opponents for fun and profit!



You'd Better Shop Around

Once you enter a shop, you have three choices.

Buy an item. **Sell** an item or **Exit** the shop. Move the cursor to your choice and press **C**. If you're buying an item, the following screen appears:



- 1 This window shows the item type, the name of the item and its asking price.
- 2 The Character Window.
- 3 An explanation of the item's point after it (when the item is equipped), and any magical effects the item has.
- 4 The character can't use the item (wrong character type).
- 5 The character is already equipped with the item.
- 6 This item will increase the character's skills.
- 7 The item will decrease the character's skills.
- 8 The party's current Gold funds.
- 9 An explanation of the item, including any magical effects.

The Character window shows the item's effects for each character. If the character's face is dark, the character can't use that weapon. If the arrow points up, the item will improve some aspect of the character's skills, and if the arrow points down, that character's skills will be lowered. An **E** appears if the character is already equipped with the item.

Press **D** (left or right) to pick how many of the item you want (the window appears above the Gold amount), then press **C** again. A description of the item appears at the bottom of the screen. Press **C** again to buy the item, or **B** to cancel. When you're finished, press **B** to exit the screen.

Special Items

Parasite: Restore a certain amount of Hit Points or Magic Points to a character, or cure any character under the effects of a magic spell.

Heal: Restores 100 Hit Points.

Heal + 1: Restores 500 Hit Points.

Heal + 2: Restores all Hit Points.

Mana: Restores 100 Magic Points.

Mena + 1: Restores 200 Magic Points.

Mena + 2: Restores 500 Magic Points.

Amulet: Cures a character of magic spell effects.

Rings: Change a character's skills in some way (only one ring can be worn at a time).

T. Claw (Tiger Claw): Increases a character's Dexterity/low chance to

R. Leg (Rabbit's Leg): Increases a character's luck.

W. Shoes (Wind Shoes): Increases a character's speed.

Wing 1 (Feather of Heaven): Increases a character's energy.

P. Ring (Protection Ring): Increases resistance to magic.

P. Glove (Power Gauntlet): Increases Attack Strength.

Gauntlet (Gauntlet): Increases Defense Strength.

Grenades: Can be thrown at enemies from a distance.

Bell: Attack of 50 HP.

Bell + 1: Attack of 100 HP.

Bell + 2: Attack of 200 HP.

Bell + 3: Attack of 200 HP (at a greater distance than Bell + 2).

Special Weapons And Armor

Keep in mind that many weapons you come across in Mystaria will have more than just one effect on a character, and some have a special effect on some monsters. For example, if a character has a strong Defense rating but is easily affected by magic spells, the Silver shield (Defense + 32 and protection against magic) might be a better choice than the Great shield (Defense + 48).

Arena

Walk through the gates and the master of ceremonies (he's the guy with the happening headgear) asks you your pleasure. Get acquainted with the rules by selecting **Listen**, jump into the action with **Partake**, or if you reconsider, select **Exit**.



If you select **Partake**, the Character circle appears. Select a character and press **C** and a list of possible opponents appears, showing their rank on the list, name, Experience level, the number of opponents you'll be facing, and the prize sum if you win.

- ② Move the cursor to an opponent and press **C**. When the Contest window appears, enter the contest (select **Yes**) or pick a different opponent (select **No**). Press **S** at any time before the battle to exit the screen.

The object is to defeat all the opponents in the Arena in 20 turns or less. You may find yourself in the outdoor or indoor arena, depending on the type of enemy you're facing. Experience, level ups and new techniques can all be gained in the Arena (not to mention the prize money). The battlefields are useful, then you're probably used to, and there's only one of you, so you'll need to use tactics to fight, not just brute force.

Private Dwellings

Find out information about upcoming opponents and hints regarding your quest. And don't be shy make it a point to talk to all the locals when you enter a town or you miss interesting vital news. Move the cursor to a conversation topic and press **C** to hear what the person has to say. When you're finished, select **Exit**.

Public Notices

Many towns have a public notice board at the far end of Main Street. Stop up and read the notices. Those often have a bearing on your quest, and they even lead you to important new allies.

Outdoor Adventuring

When traveling through Mykalona, you might wonder where you are and where to go. Signposts can be found here and there by the main road. Stop up and take a look the nearest towns and Kingdoms are listed on each signpost.

A map appears at the bottom left corner of the screen when you are walking from place to place. Use this as a general guide to where you are (your current position is shown by a blinking white light, and areas you can enter are displayed in red).

Be careful when traveling from one Kingdom to another. Bandits have heard of Bene's return and are taking the opportunity to try and relieve travellers of their gold.

Techniques























This is a partial list of the techniques used by the warriors of Mykalona. There are, of course, even more powerful ones than these and it's up to you to make sure your team learns the skills they need to defeat Bene and the ultimate evil!























T Icon Key

	SHORT RANGE—NEAR THE CHARACTER
	SELF-PROTECTIVE
	DIVINE INTERVENTION
	ENCOMPASSING—OBSTACLES DO NOT INTERFERE WITH ATTACK
	360 DEGREES—OBSTACLES INTERFERE WITH ATTACK
	STRAIGHT LINE—OBSTACLES MAY INTERFERE WITH ATTACK
	DIRECTIONAL—OBSTACLES DO NOT INTERFERE WITH ATTACK
	RADIAL—OBSTACLES INTERFERE WITH ATTACK

Magical Powers Key

	EARTH POWER		STAR POWER
	FIRE POWER		MOON POWER
	WATER POWER		MIND POWER
	WIND POWER		DARK POWER
	ELECTRIC POWER		HOLY POWER

T Type	On-Screen	Description	Type
SPEAR	SPR ATK	Pin an enemy with the Spear Attack	
	SPN SPR	Use the Spinning Spear against surrounding enemies	
	SLA SPR	Use the Slashing Spear against multiple enemies	
	KIL WML	The Killen Windmill is a powerful spinning attack	
HAMMER	HMR STK	Pummel an enemy with the Hammer Strike	
	HMR SMA	The Hammer Smash is a long range attack	
	HMR SPN	Hit surrounding enemies with the Hammer Spin	
	HMR BMB	The Hammer Bomb hits multiple enemies hard	
SWORD	STK	Strike enemies with your sword	
	RNG STK	Add distance to your attack with the Range Strike	
	SPN STK	Hit surrounding enemies with the Spin Strike	
	HVY STK	The Heavy Strike has range and power	
T SWORD (MAGIC)	HLY SWD	Use the Holy Sword against unholy opponents	
	FLM SWD	The Flame Sword uses the Element of Fire	
	CLD SWD	Freeze enemies with the Cold Sword	
	VMP SWD	Steal HP from an enemy with the Vampire Sword	
BOW	ARW SH1	Aim and fire an Arrow Shot	
	LTG SH7	Add Lightning Shot power to arrows	
	STR SH7	Send a Straight Shot at multiple enemies	
	MUL SH7	Fire the Multi Shot at nearby enemies	
NINJA	STK	Perform a Sword Strike	
	THR STR	Throw Throwing Stars at an enemy	
	MYS STK	Hit multiple enemies with the Mystic Strike	
	CRC STK	Slash surrounding enemies with a Circle Strike	

T Type	On-Screen	Description	Type
Hand to hand	PUN	Use a Kanata Punch	
	KIK	Use a Karate Kick	
	HVY PUN	Smash an enemy back with a Heavy Punch	
	MRL TFW	Toss an enemy with a Martial Throw	
STEAL	STL GLD	Steal Gold from an enemy	
	STL TE	Steal a Technique from an enemy	
	STL ITM	Steal an Item from an enemy	
	STL HP	Steal Hit Points from an enemy	
Attack (Magic)	FRB	Blast an enemy with an Fireball	
	HG SPK	Shock enemies with a Lightning Spark	
	FRZ	Freeze an enemy	
	ICE STM	Blast enemies with an Ice Storm	
Holy (Magic)	HLY CUR	Use Holy Cure on a teammate under a spell	
	HG	Heal a teammate's HP	
	RAS DEF	Raise a fallen teammate	
	GRP HLG	Cure multiple teammates with Group Healing	
SPECIAL (MAGIC)	RAS GND	Raise Ground to extend attack range	
	PTC SHD	Raise a Protective Shield for teammates	
	SLP	Put an enemy to Sleep	
	SPK	Shrink an enemy's attack power	
Defense	DEF	Defend against an attack	
	CVR	Cover a teammate by taking their damage	
	CTR	Strike back at an enemy with a Counterattack	
	FLD	Eldo an attack	

And Finally

Some tips for travellers in Mystaria.

General

- Certain battle situations are better suited for some warriors than others. Once you enter the battle zone, check out the geography, then withdraw and reselect the battle party to fit the situation.
- Arenas are ideal training grounds for your characters, and allow you to pick up extra Gold as well as information about the kinds of enemies you'll be facing in real battles later on.
- Study the geography of Mystaria well, and note the locations of all the areas on the Main Map. Some areas may seem inaccessible at first—perhaps you'll find the means to get to them later on.
- Make special note of your characters' weaknesses, and figure out the best way to make up for those weaknesses. For characters who fall under spells easily, protect them with magic shields and keep them out of the way when facing spellcasting enemies. If a character can climb hills easily, select that character for mountain battles.
- Press **L** or **R** in Town or on the Main Map when walking around to change the character shown on screen. When saving Adventures, the face of a character appears next to each Adventure in the memory. Use this function to remember which Adventure is which by selecting a character before you save an Adventure so that the character's face appears in the RAM memory.

Battle Shortcuts

- Press **L** or **R** to move the highlight directly from one teammate to another.
- Press **C** repeatedly to speed up the enemy turn phases.
- If no enemies are left and you are looking for the other end of the battlefield, move the teammate closest to the exit as far as his or her movement allows, then end the turn without moving the other teammates. Continue until the character reaches the exit.

Handling Your Sega Saturn CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

Warning to owners of projection televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.